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MS158524.1

Claim Amendments**In the Claims:**

Sub B1
1. (Currently Amended): A system for rendering an image of an object having a curved surface, comprising:

a determiner adapted to ~~that~~ determines M number of attributes relating to rendering the image, M being an integer;

a first processor adapted to ~~that~~ pre-computes N number of attributes relating to rendering the image, N being an integer less than or equal to M, and the N number of attributes being pre-computable; and

a second processor adapted to ~~that~~ computes the M number of attributes.

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CMT
2. (Original): The system of claim 1, the N number of attributes having characteristics associated with the symmetrical nature of objects having a curved surface.

3. (Original): The system of claim 1, the M number of attributes including one or more light sources.

4. (Original): The system of claim 1, the M number of attributes including one or more viewing positions.

5. (Original): The system of claim 1, wherein the determiner determines at least one of an ambient lighting component, a diffuse lighting component, a specular lighting component, an intensity, a pole vector, an equator vector, a latitude, a longitude, a color and a texture.

6. (Currently Amended): The system of claim 1, wherein the first processor pre-computes ~~the N number of attributes relating to rendering the image~~ pre-computes for one or more pixels, characterized by an x attribute, a y attribute and a z attribute, at least one of an ambient lighting component, a diffuse lighting component, a specular lighting component, a pole vector, an equator vector and a pole crossing equator vector.

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7. (Currently Amended): The system of claim 1, wherein the first processor ~~pre-computes the N number of attributes relating to rendering the image~~ pre-computes an edge buffer for one or more objects.

8. (Currently Amended): The system of claim 1, ~~wherein~~ the object is a lit sphere.

9. (Currently Amended): The system of claim 8, ~~wherein~~ the object is a textured sphere.

10. (Currently Amended): The system of claim 1, ~~wherein~~ the object is bump-mapped.

11. (Original): A method for rendering an image of an object having a curved surface, comprising:

determining an M number of attributes relating to rendering the image, M being an integer,

pre-computing an N number of attributes relating to rendering the image, N being an integer less than or equal to M; computing the M number of attributes; and

rendering an image based, at least in part, on the N pre-computed attributes and the M computed attributes.

12. (Original): The method of claim 11, wherein determining the M number of attributes relating to rendering the image further comprises:

computing for one or more pixels, at least one of an ambient lighting component, a diffuse lighting component, a specular lighting component, an intensity, a pole vector, an equator vector, a latitude, a longitude, and a texture.

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13. (Original): The method of claim 11, wherein pre-computing the N number of attributes relating to rendering the image further comprises:

computing for one or more pixels characterized by an x attribute, a y attribute and a z attribute at least one of an ambient lighting component, a diffuse lighting component, a specular lighting component, a pole vector, an equator vector and a pole crossing equator vector.

14. (Original): The method of claim 13, wherein pre-computing the N number of attributes relating to rendering the image further comprises:

pre-computing an edge buffer for one or more spheres.

15. (Original): The method of claim 11, the N number of pixel attributes having characteristics associated with the symmetrical nature of objects having a curved surface.

16. (Original): The method of claim 11, the M number of attributes including one or more light sources.

17. (Original): The method of claim 11, the M number of attributes including one or more viewing positions.

18. (Original): The method of claim 11, wherein the object is a lit sphere.

19. (Original): The method of claim 18, wherein the sphere is textured.

20. (Original): The method of claim 11, wherein the object is bump-mapped.

21. (Original): A computer-readable medium having computer-executable instructions for performing the method of claim 11.

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22. (New) A system that facilitates rendering an image of an object having a curved surface, comprising:

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a determination component that determines a plurality of attributes related to rendering the image;

a pre-computation component that pre-computes a subset of the attributes related to rendering the image; and

a computation component that computes the plurality of attributes.

23. (New): The system of claim 22, the subset of attributes have characteristics associated with a symmetrical nature of objects having a curved surface.

AI
24. (New): The system of claim 22, the plurality of attributes include one or more light sources.

cmd
25. (New): The system of claim 22, the plurality of attributes include one or more viewing positions.

26. (New): The system of claim 22, the determination component determines at least one of an ambient lighting component, a diffuse lighting component, a specular lighting component, an intensity, a pole vector, an equator vector, a latitude, a longitude, a color and a texture.

27. (New): The system of claim 22, the pre-computation component computes for one or more pixels, characterized by an x attribute, a y attribute and a z attribute, at least one of: an ambient lighting component, a diffuse lighting component, a specular lighting component, a pole vector, an equator vector and a pole crossing equator vector.

28. (New): The system of claim 1, the pre-computation component computes an edge buffer for one or more objects.

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29. (New) A system that facilitates rendering an image of an object having a curved surface, comprising:

means for determining a plurality of attributes related to rendering the image;

means for pre-computing a subset of the attributes related to rendering the image; and

means for computing the plurality of attributes.